A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Produced by

RetroZone

in California
www.retrousb.com

Game by Brian Parker
Music by Kevin Hanley
Artwork by Lauren

December 2009

It's that special time of year again, a time we spend with friends and family, a time of rejoice and generosity, a time for sipping eggnog whilst warming our socks in front of a toasty fire, and a time for taking a snowball square in the face from your freckle-faced neighbor, Jeffey. Payback time! Gather up three of your best friends for the newest game by RetroZone, Snowball Fight!!!, a four-player blizzard blast!

Every player is positioned at one side of the screen (top, bottom, left, or right). Each player can throw snowballs at 45° angles to their left, right, or straight. The object is to score by hitting opponents with snowballs before the timer runs out. When a snowball hits a side with no player, it will bounce. If you get hit, you have a second of invulnerability to escape the path of incoming projectiles. At the end of the match, the player with the most hits wins. In the event of a tie, five seconds are added to the clock, repeatedly, until a victor emerges.

D Pad: Choose player slot (main menu) or move your player
A: Pick opponent types or throw a snowball throw to the left.
B: Pick time limits or throw a snowball to your right.
A+B: Throw a snowball striaight.
Select: Cycle through music selections (main menu).
Start: Start the game (main menu) or pause the game.

Merry Christmas to Dain, from Brian at RetroZone

Thanks for helping on my projects, hope 2010 is even bigger for your site!

Snowball Fight!!! supports 0 (all bots) to 4 players. To play 3 or 4 players, you must have the Four Score or Satellite plugged in, otherwise it's a 2-player game with the left and right slots disabled for humans. To increase the challenge, fill up any remaining slots with bots. Bots come in three flavors:

- Runner: Moves quickly, throws rarely (easy).
- Thrower: Throws constantly, rarely moves (medium).
- Robot: Runs and throws, making him a tough adversary (hard).

Shooting the snowman *may* result in one of three power-ups:

- Fast Ball: Throw snowballs at a dizzying rate.
- Fast Run: Run faster, to dodge incoming snowballs.
- Triple Ball: Throw three snowballs simultaneously.

Keep a few trees in front of you as cover, but be sure to blast away any other ones quickly that prevent you from hitting your opponents. Boulders cannot be destroyed, so be sure to use these to your strategic advantage!

If a tie occurs, and you have fewer points than the highest scorers, you have five seconds to catch up! If there's still a tie after those 5 seconds, another 5 seconds are added and so on, until one player has more points than all other players. This allows a come-from-behind victory!